

Figure 1

SP 0	SP 4	C 8	C 12	C 16	C 20	C 24	C 28
R 1	SP 5	C 9	C 13	C 17	C 21	C 25	C 29
R 2	SP 6	SP 10	SP 14	SP 18	C 22	C 26	C 30
SP 3	SP 7	R 11	R 15	SP 19	C 23	C 27	C 31
C 32	SP 36	SP 40	SP 44	SP 48	C 52	C 56	C 60
C 33	C 37	C 41	C 45	C 49	C 53	C 57	C 61
C 34	C 38	C 42	C 46	C 50	C 54	C 58	C 62
C 25	C 39	C 43	C 47	C 51	C 55	C 59	C 63

Figure 2A

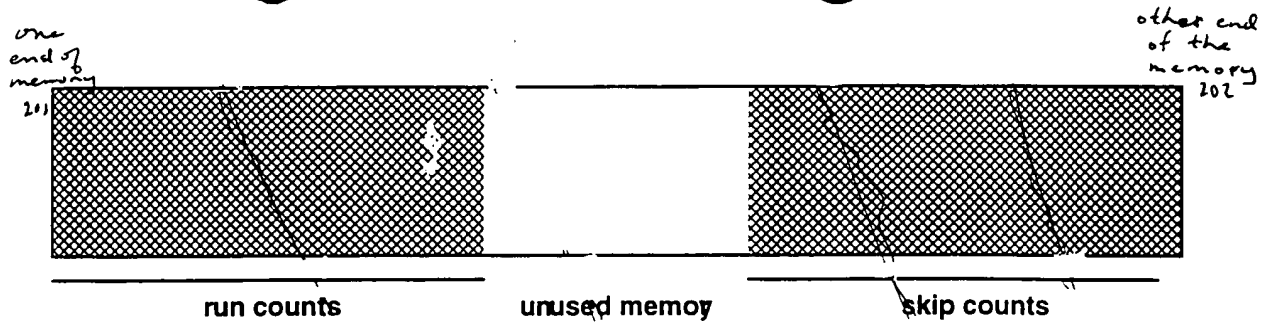


Figure 2B

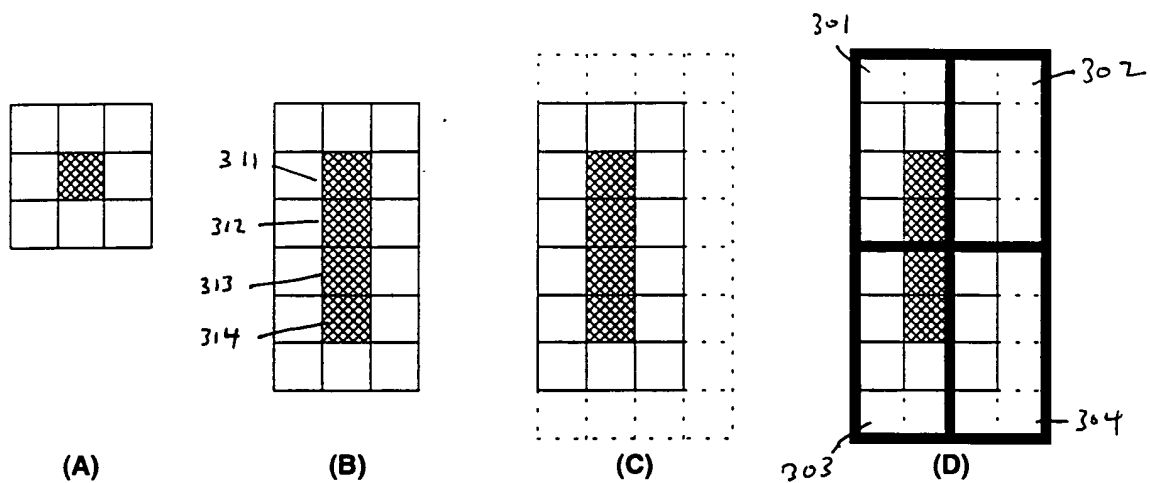
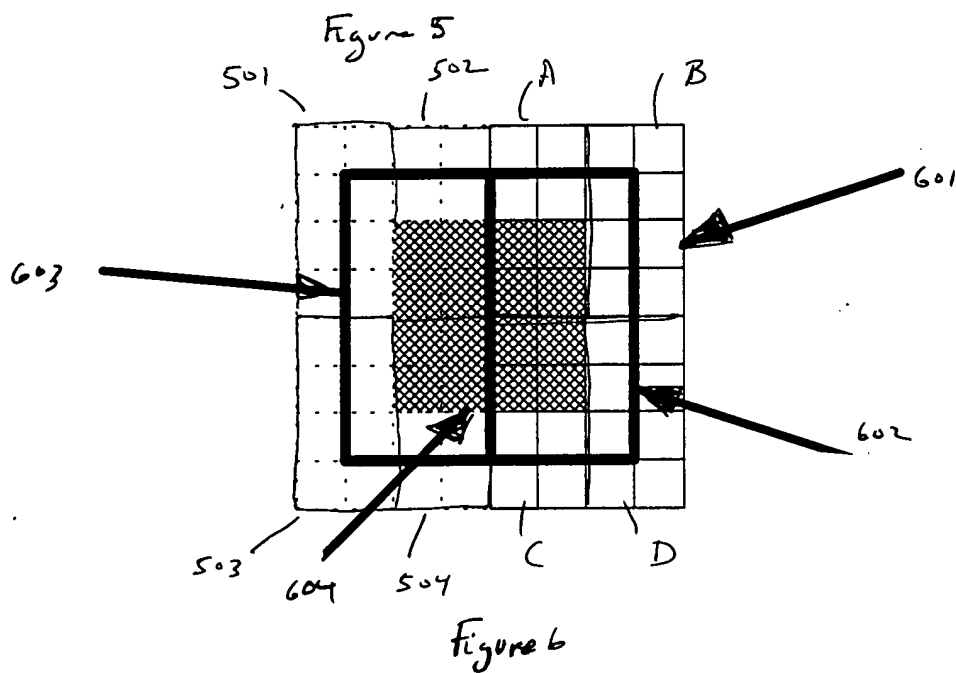
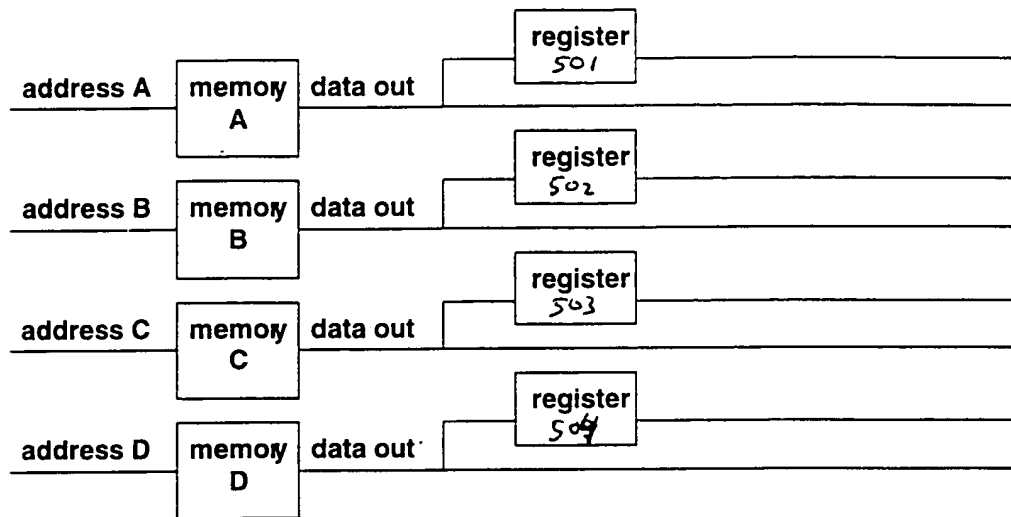


Figure 3

	0	1	2	3	4	5	6	7
0	A	B	A	B	A	B	A	B
1	C	D	C	D	C	D	C	D
2	A	B	A	B	A	B	A	B
3	C	D	C	D	C	D	C	D
0	A	B	A	B	A	B	A	B

Figure 4



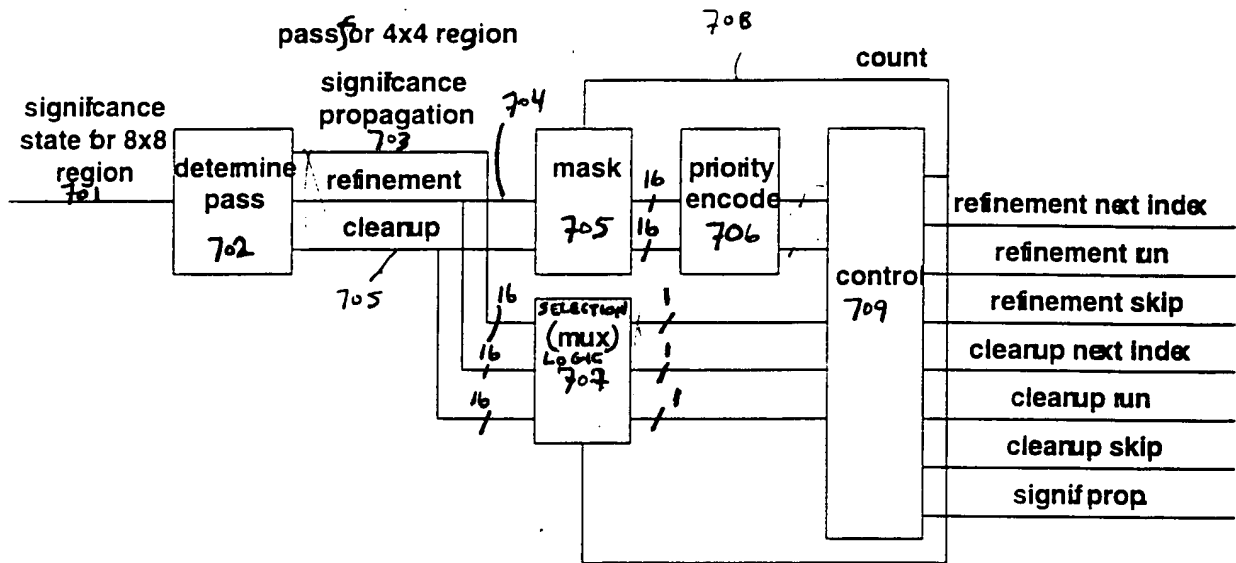


Figure 7

SP	SP	SP	SP
C	C	C	C
SP	SP	SP	SP
SP	R	R	SP

SP = significance propagation  
C = cleanup  
R = refinement

SP pass: 10\*2 for SP pass coefficients  
6 for C and R pass coefficients  
C pass: 4\*2 for C pass coefficients  
R pass: 2 for R pass

total: 36 clocks = 2.25 clocks per coefficient

Figure 8

	0	1	2	3
0	A	A	A	A
1	B	B	B	B
2	A	A	A	A
3	B	B	B	B
0	A	A	A	A

Figure 9

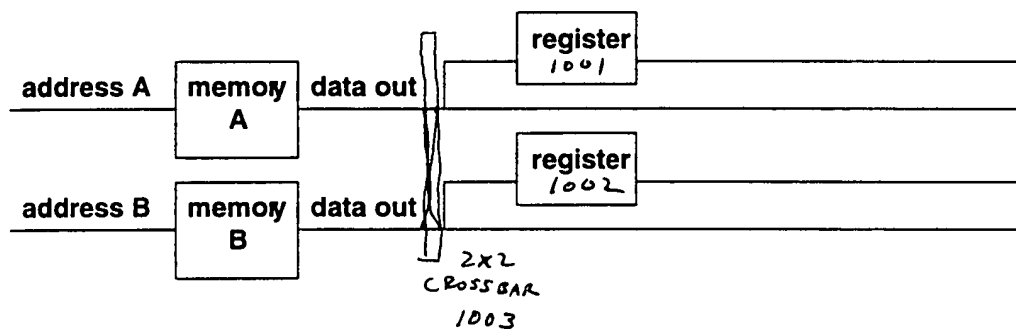


Figure 10

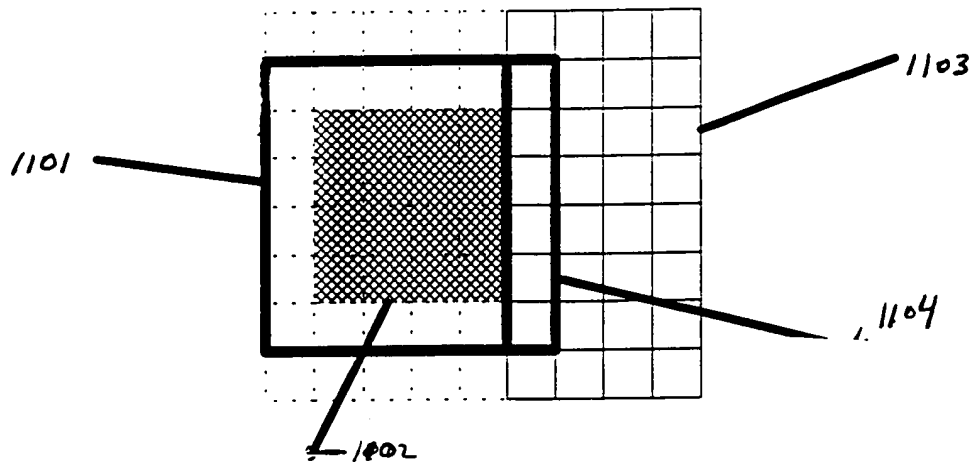


Figure 11

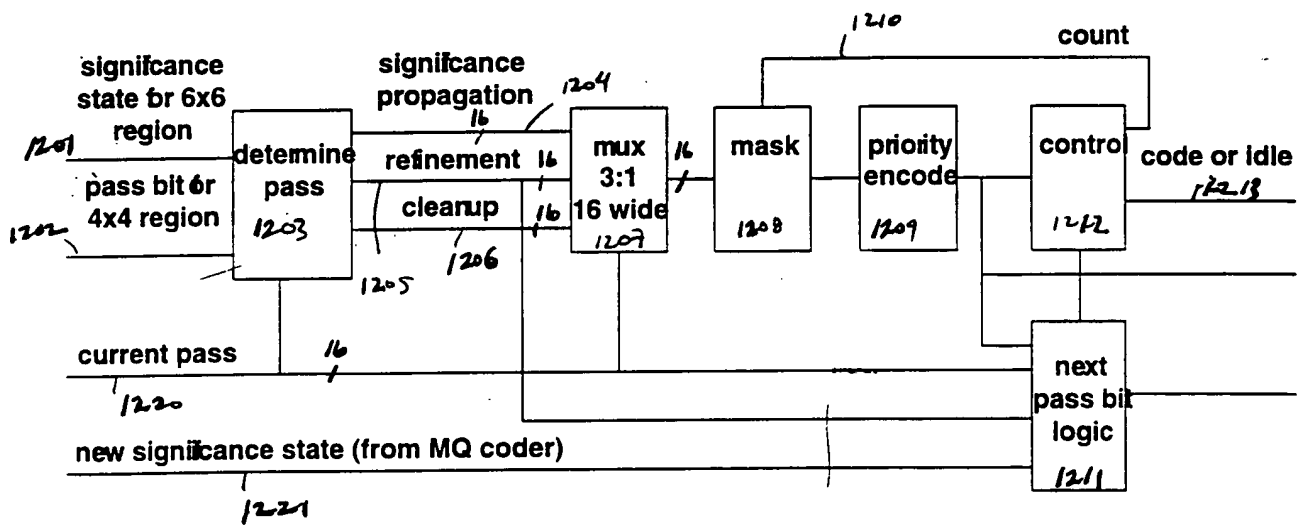


Figure 12



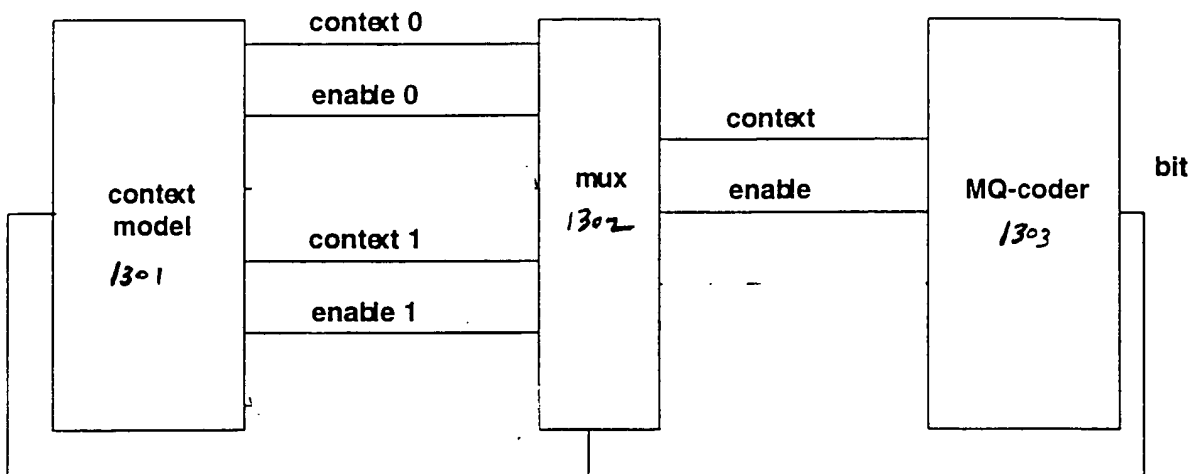


Figure 13

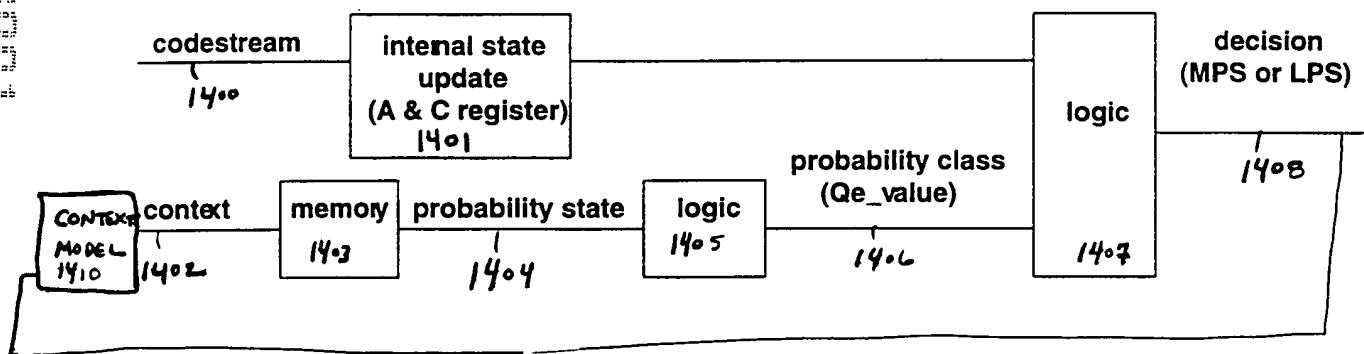


Figure 14A

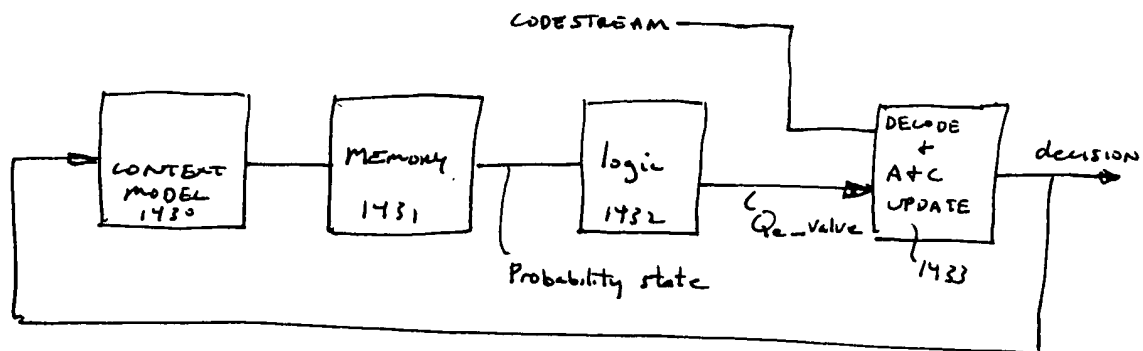


Figure 14B.

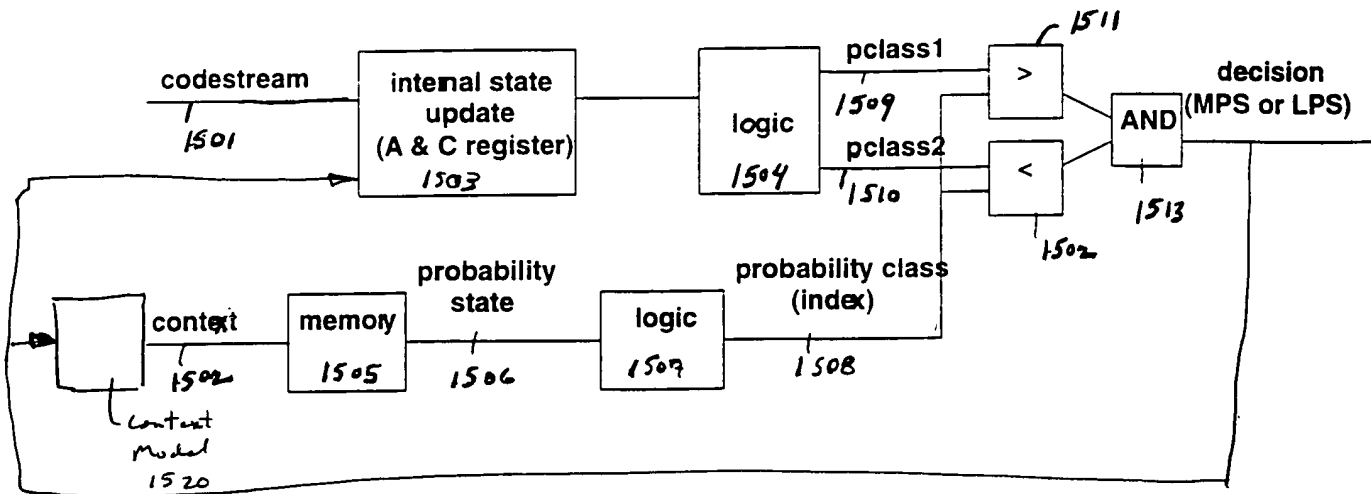


Figure 15

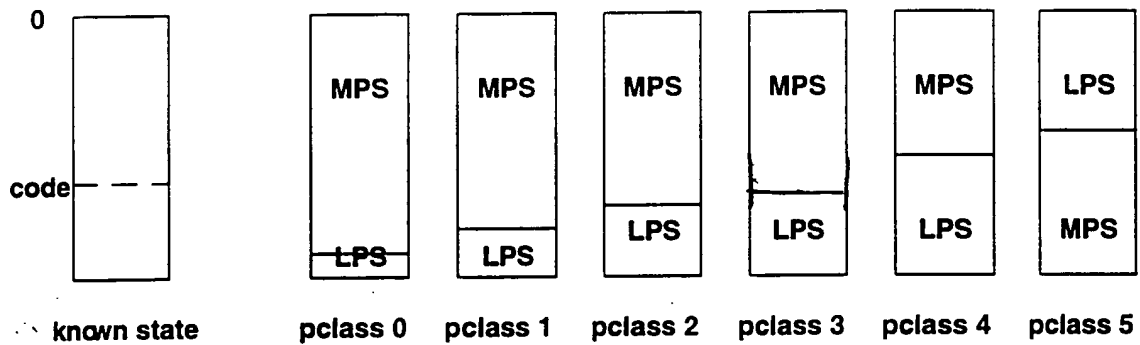


Figure 16A

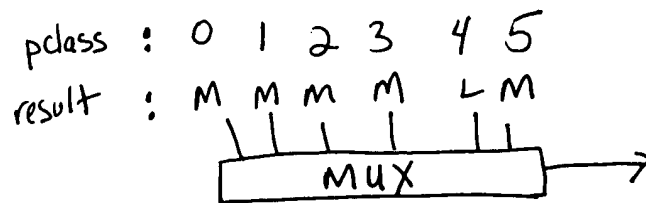


Figure 16B

5MPS
4 MPS
3 MPS
2 MPS
1 MPS
LPS

**Figure 17**

Figure 17 shows a vertical stack of six rectangular boxes, each containing a speed value. From top to bottom, the values are: 5MPS, 4 MPS, 3 MPS, 2 MPS, 1 MPS, and LPS. The boxes are arranged in a single column, with each box centered horizontally. The text is in a bold, sans-serif font.

luminance				chrominance				chrominance			
A	A	A	D	B	B	B	D	C	C	C	D
A	A			B	B			C	C		
A		A		B		B		C		C	
A			A	B			B	C			C

(A)

A	A	A	B	C	C	C	D	E	E	E	F
A	A			C	C			E	E		
A		A		C		C		E		E	
B			A	D			C	F			E

(B)

F	F	B	C	G	G	C	F	E	E	E	E
F	F			G	G			E	E		
A		A		B		C		D		D	
A			B	D			H	G			H

(C)

Figure 18

luminance

chrominance

chrominance

A	A	A	B
A	A		
A		A	
B		A	

C	C	C	
C	C		
C		C	
C			

D	D	D	
D	D		
D		D	
D			

(A)

F	F	F	C
A	A		
F		F	
A		B	

B	B	C	
C	C		
A		B	
D			

D	D	F	
E	E		
D		E	
E			

(B)

A	A	A	C
A	A		
A		A	
B		D	

E	E	E	
E	E		
E		E	
F			

G	G	G	
G	G		
G		G	
H			

(C)

Figure 19

luminance				chrominance				chrominance			
A	A	D	C	B	B	D		C	C	D	
A	A			B	B			C	C		
D		A		D		B		D		C	
A			B								

(A)

A	A	A	C
A	A		
A		A	
B			

E	E	E	
E	E		
E		E	

F	F	F	
F	F		
F		F	

(B)

A	A	H	E
A	A		
B		A	
C			D

F	F	H	
F	F		
B		F	

G	G	H	
G	G		
B		G	

(C)

Figure 20

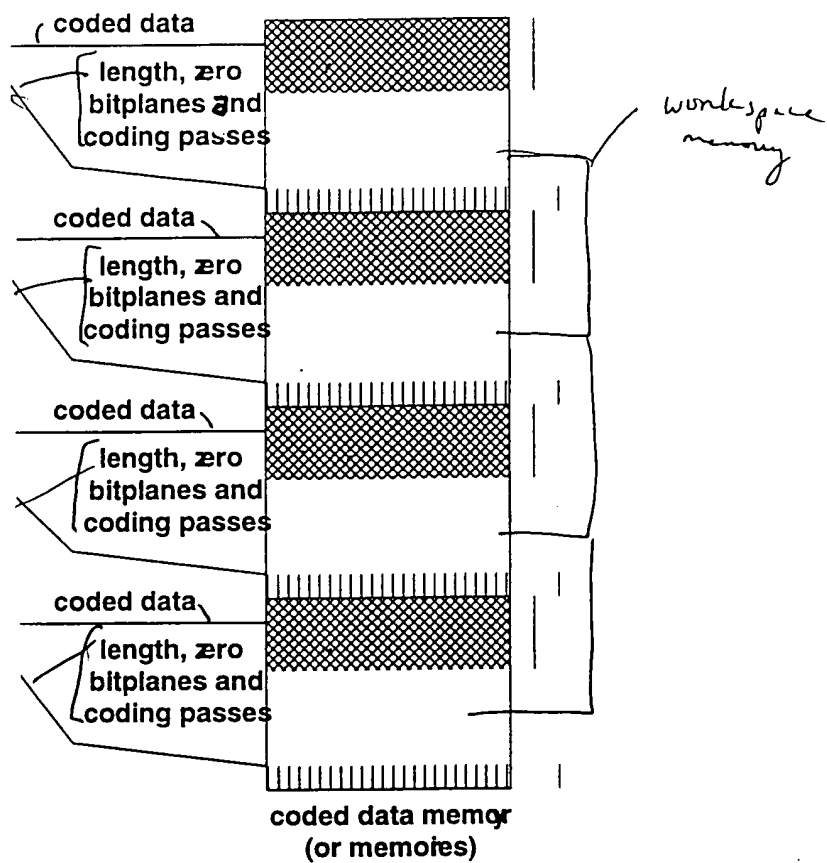


Figure 21



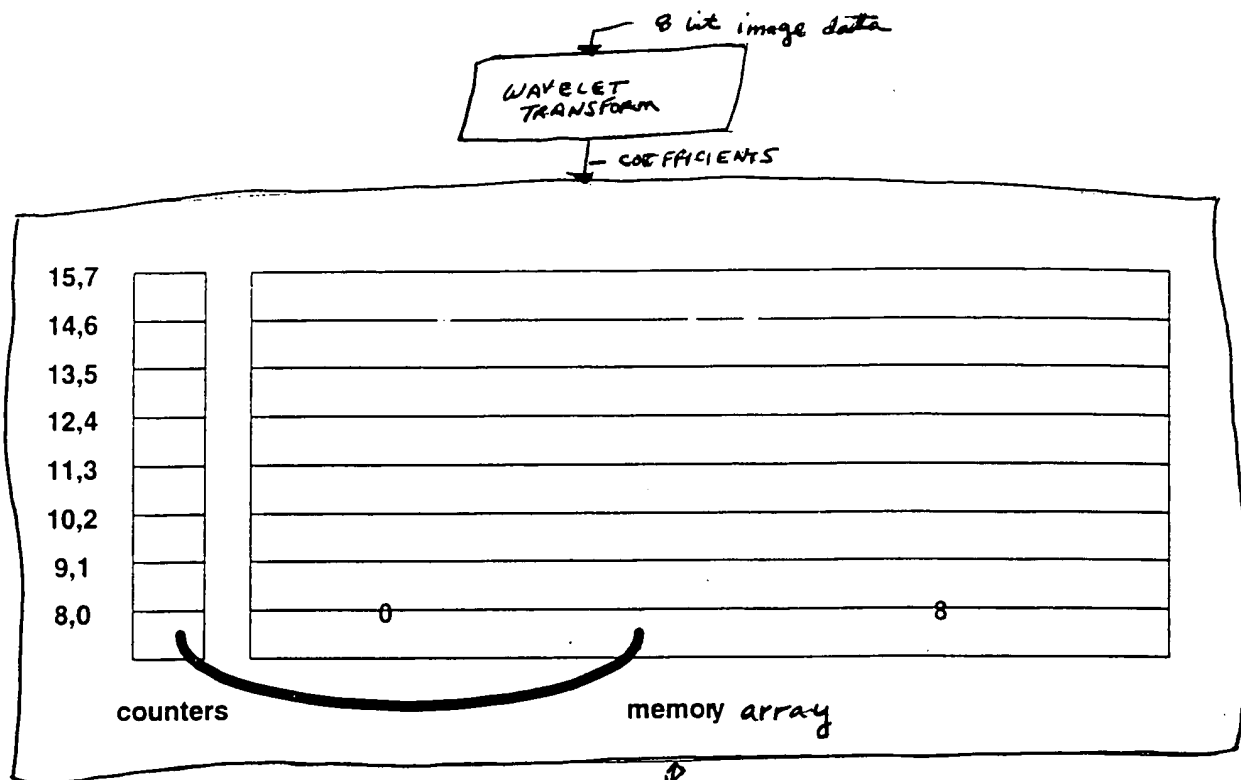


Figure 22-A

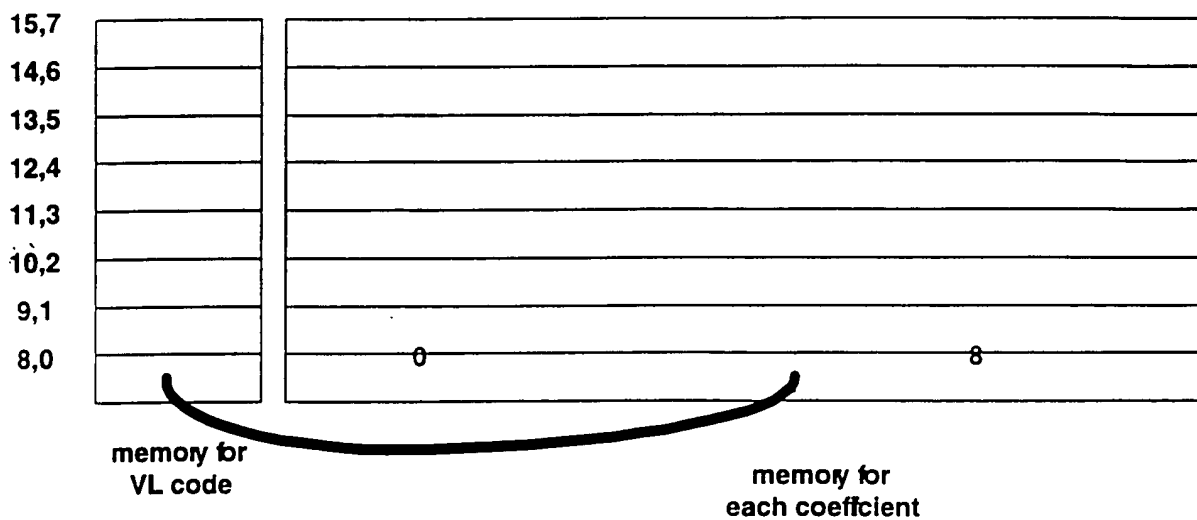
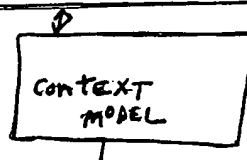


Figure 23

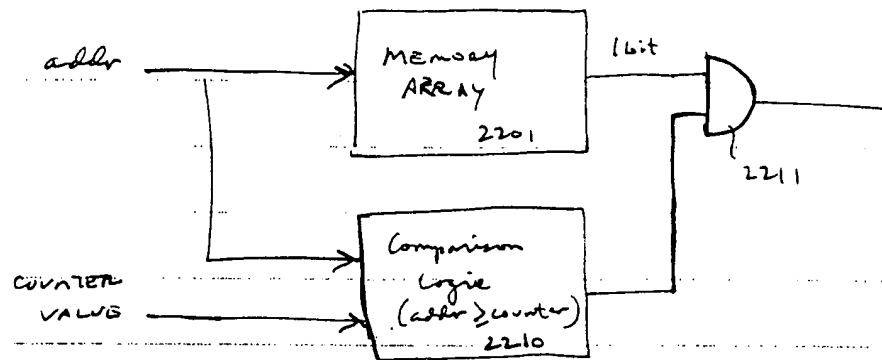
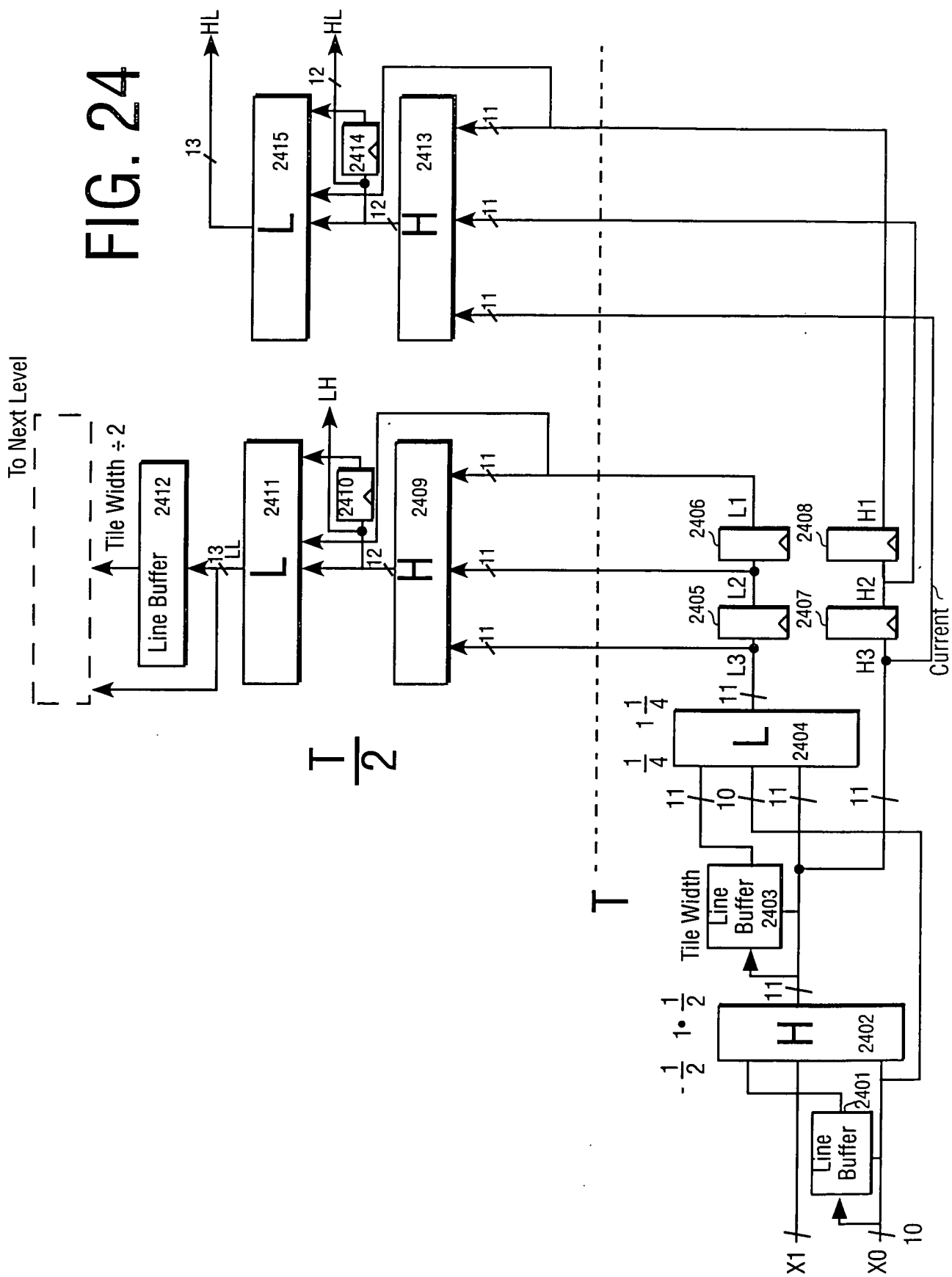


Figure 22B

## To Next Level



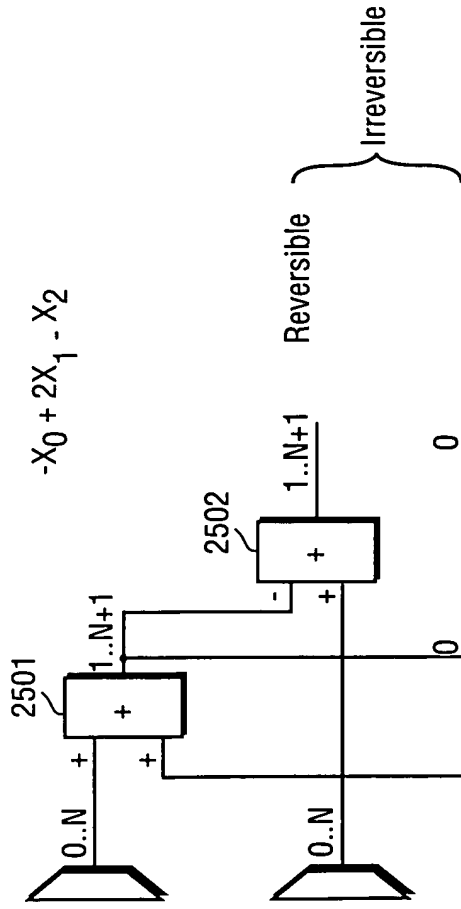


FIG. 25A

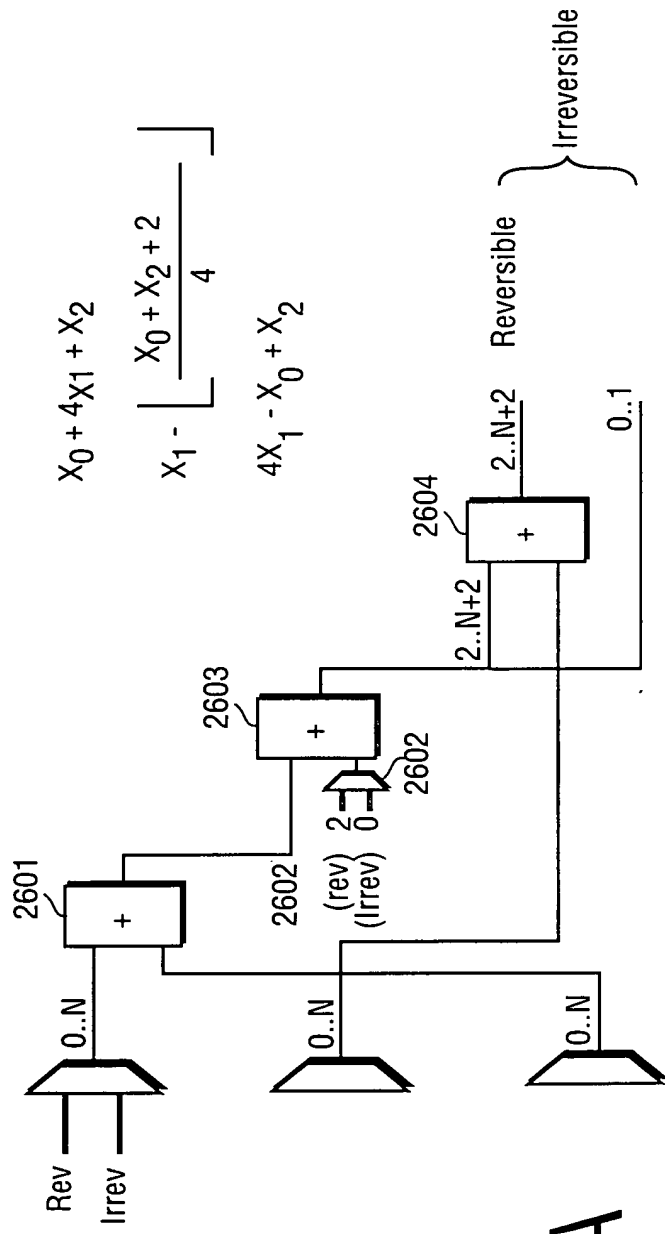


FIG. 26A

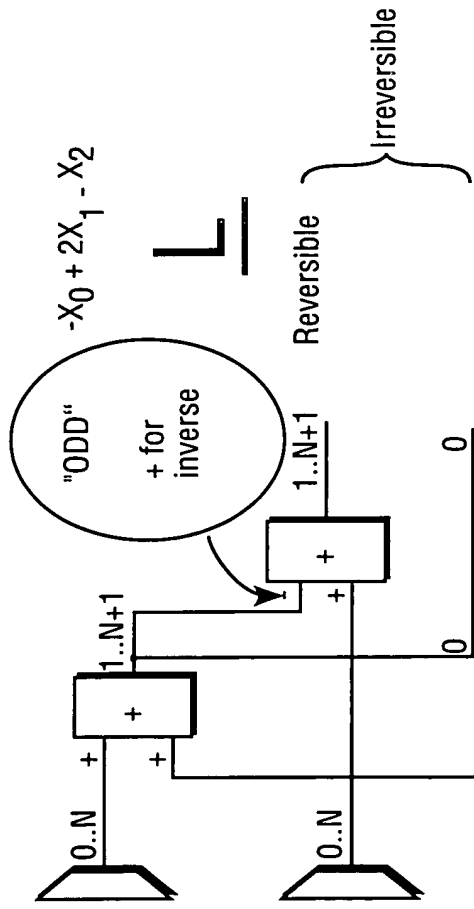


FIG. 25B

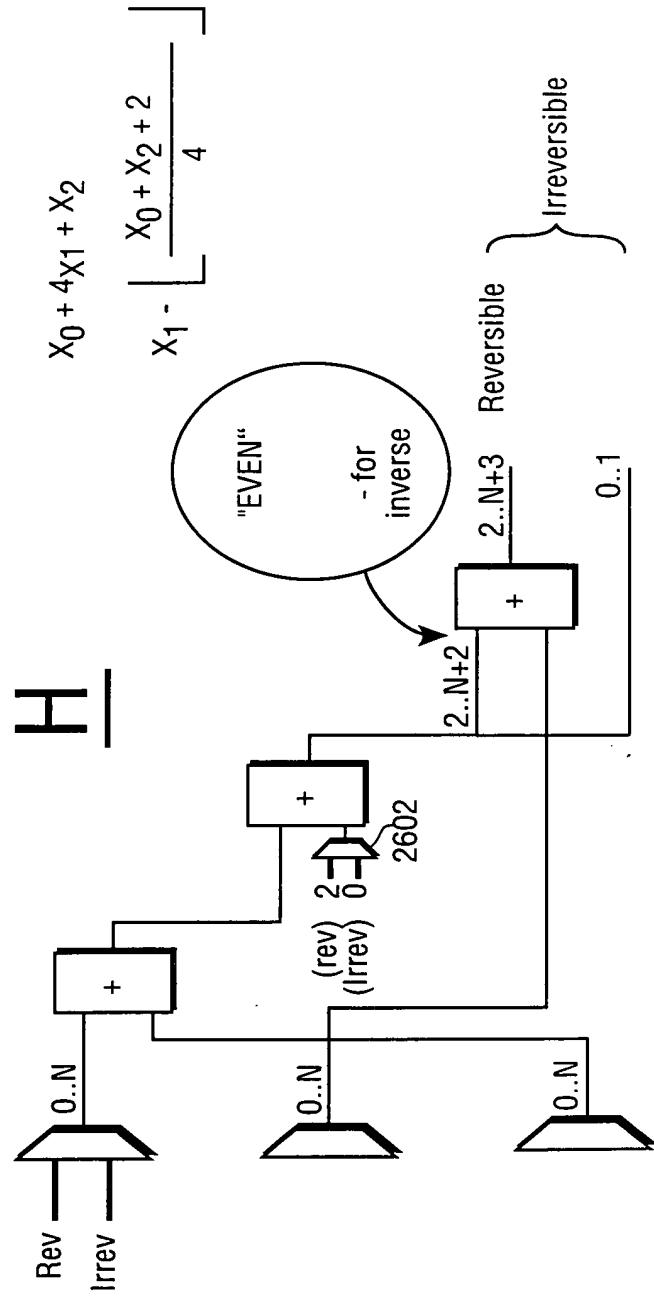


FIG. 26B

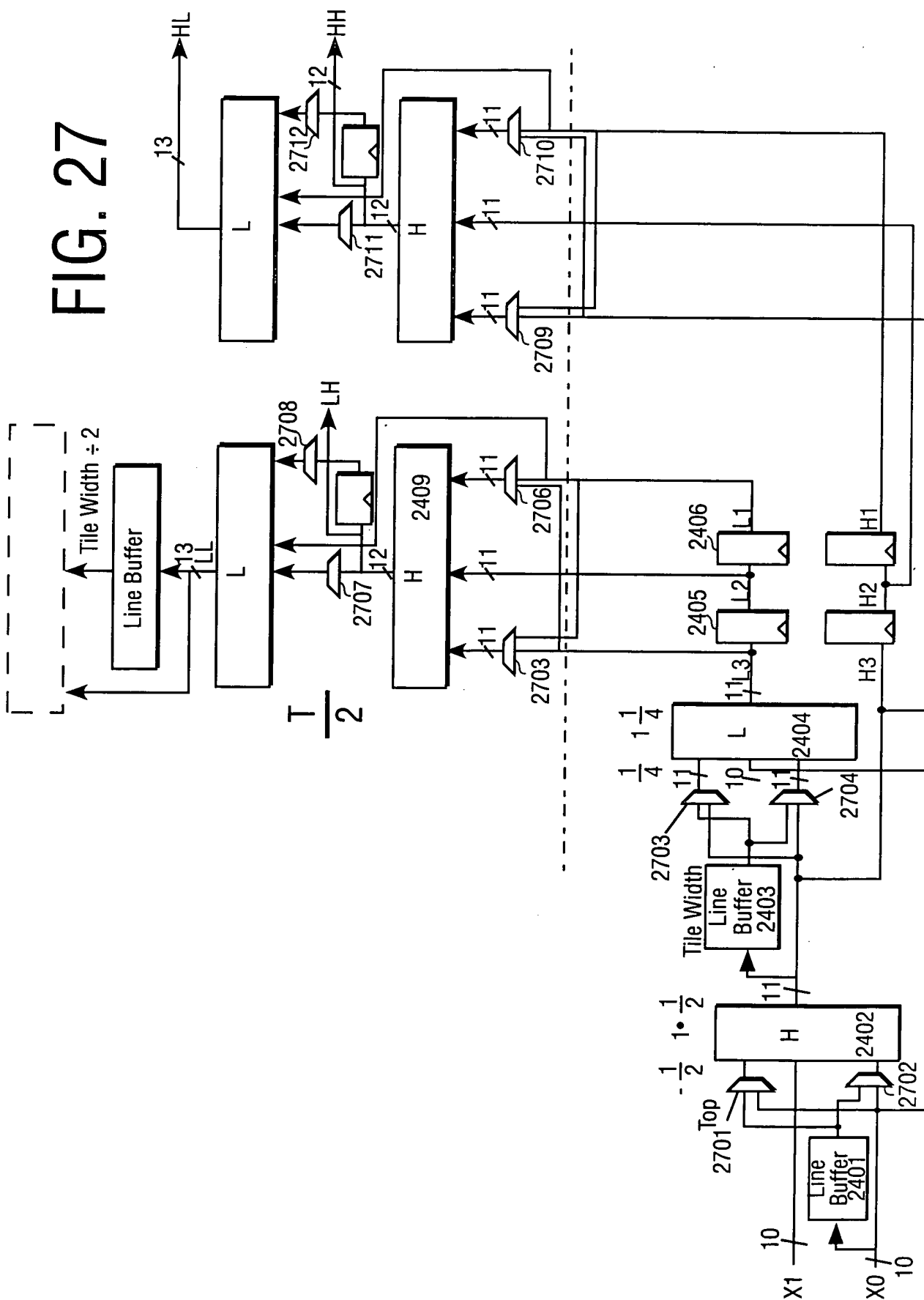
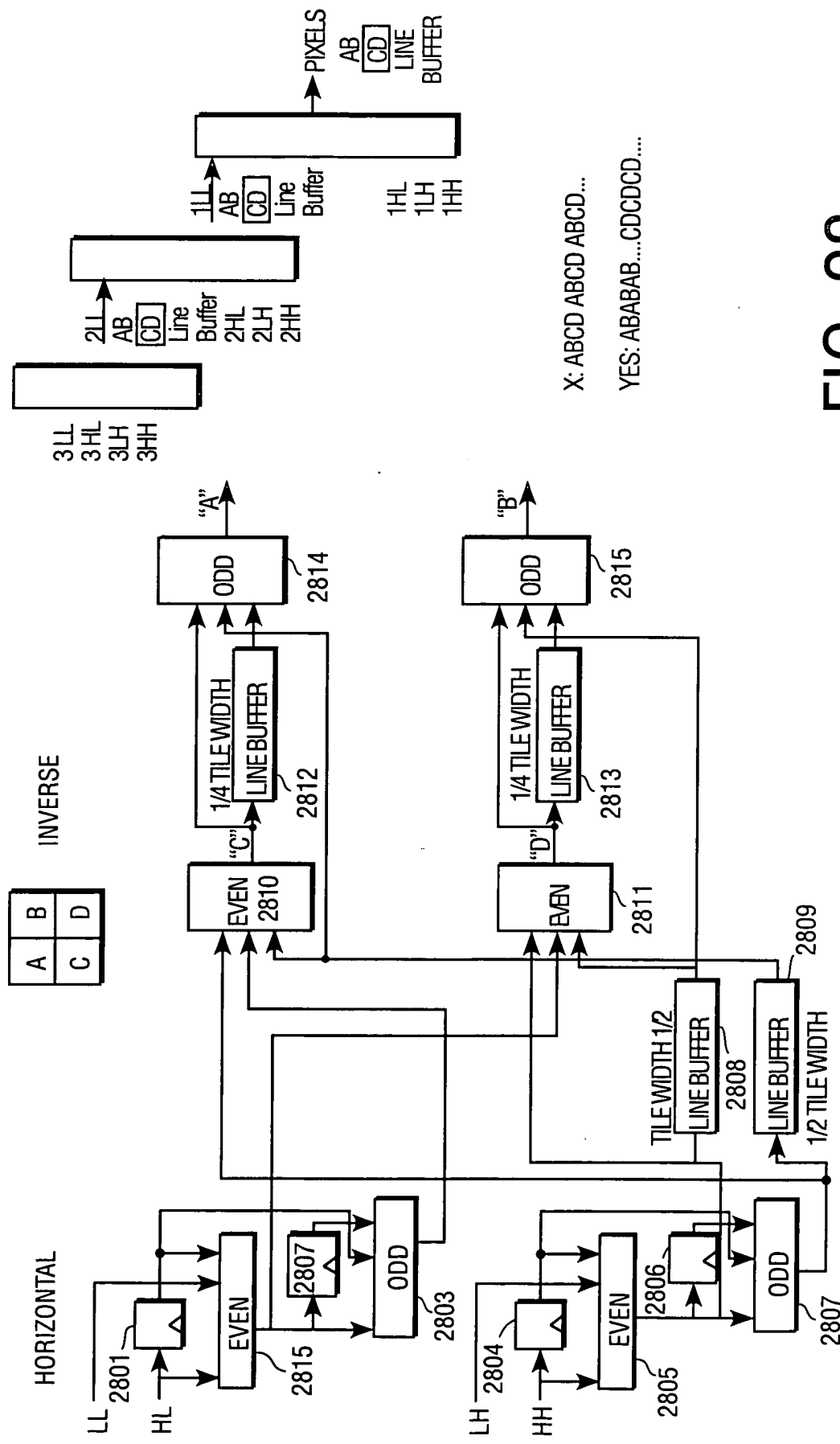
[illegible]

FIG. 28 is a block diagram of a system for processing video data. The system includes a horizontal input section with inputs LL, HL, LH, and HH. These inputs are processed by a series of blocks including inverters, AND/OR gates, and buffers. The output of the horizontal section is fed into a vertical section which includes a 1/4 tile width line buffer (2812) and a 1/2 tile width line buffer (2808). The vertical section also includes a 1/2 tile width line buffer (2809). The output of the vertical section is fed into a pixel buffer (2803) which outputs pixels. The system also includes a horizontal section with inputs 1LL, 1HL, 1LH, 1HH, 2LL, 2HL, 2LH, 2HH, 3LL, 3HL, 3LH, 3HH. These inputs are processed by a series of blocks including inverters, AND/OR gates, and buffers. The output of the horizontal section is fed into a vertical section which includes a 1/4 tile width line buffer (2812) and a 1/2 tile width line buffer (2808). The vertical section also includes a 1/2 tile width line buffer (2809). The output of the vertical section is fed into a pixel buffer (2803) which outputs pixels. The system also includes a horizontal section with inputs 1LL, 1HL, 1LH, 1HH, 2LL, 2HL, 2LH, 2HH, 3LL, 3HL, 3LH, 3HH. These inputs are processed by a series of blocks including inverters, AND/OR gates, and buffers. The output of the horizontal section is fed into a vertical section which includes a 1/4 tile width line buffer (2812) and a 1/2 tile width line buffer (2808). The vertical section also includes a 1/2 tile width line buffer (2809). The output of the vertical section is fed into a pixel buffer (2803) which outputs pixels.



X: ABCD ABCD ABCD...  
 YES: ABABAB... CDCDCD...

FIG. 28

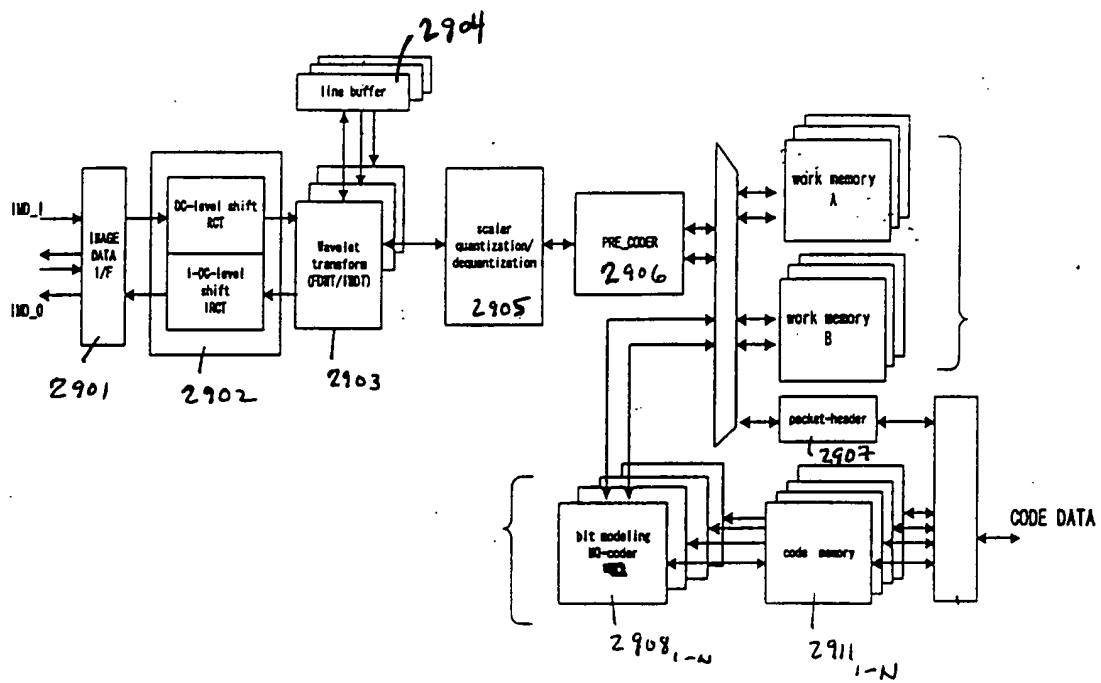


Figure 29



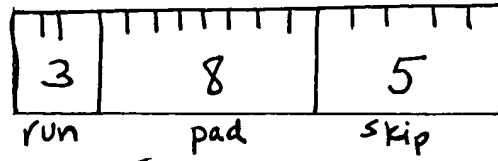


Figure 30

run pad skip

[illegible]